



## Infinite Photon Careers

### Who We Are

**Infinite Photon Co., Ltd.** is a visual effects studio committed to bringing exceptional creativity and technology to feature films and TV series. Our team members have participated in a large number of domestic and foreign first-rate films and television series.

**Infinite Photon Co., Ltd.** create high quality VFX production, including Previs, On-Set VFX supervision, production management and so forth.

### Job Openings

#### 1. UE4 Engineer [Link](#)

#### Responsibilities:

- Working in film and TV series pre-production with UE4
- Complete the task according to project requirement. Have strong logical thinking and ability to solve problems.
- Efficiently develop core function model, framework construction, algorithm, and etc.
- Anticipating the needs of art and design teams to ensure systems and tools are available to meet their needs

#### Requirements:

- Bachelor degree or above, computer science major or related.
- 3 or more years of experience working with Unreal Engine 4. Major project is preferred.
- Good at data structure, algorithm, 3D math. Have good foundation of mathematics and logical thinking.
- Have Solid graphics and 3D mathematical ability.
- Has a greater depth of understanding and research on rendering and physics engines
- Understand production process and related code of the server.
- Writing well documented and optimised code in C++ and troubleshooting technical problems



## 2. VFX Supervisor [Link](#)

### Responsibilities:

- Ensuring high work quality for both film and television project.
- Managing the production team. Assigning suitable tasks and supervising the team.
- Creating, organizing, and maintaining production schedules and budgets while still achieving high quality results
- Troubleshoot and solve the risks and problems encountered in the project to ensure that the project is completed within the prescribed time limit and customer requirements.
- Verifying technical solutions, interpreting film director's creative vision, and efficiently solve the problems during the production process while making sure the project is delivered to deadline.
- Briefing entire team on director's creative vision, monitoring the progress and enable artists to produce desired results.
- Training the team, improving team technical and planning ability and artistic cultivation.
- Responsible for project production cycle, output quality and customer satisfaction.

### Requirements:

- Evaluating which part of a production will need visual effects
- A thorough understanding of the CG principles and pipeline. Technically and creatively astute.
- Excellent problem-solving and project management skills .
- Solid understanding of pre and post-production pipeline with and ability to provide guidance
- Have strong communication and negotiation skills. Responsible and highly organized.
- Creative eye and aesthetic judgment with a deep understanding of composition, cinematic design and animation timing
- On-set supervision experience is required
- Minimum of 8+ years experience in VFX production

## 3. VFX Producer [Link](#)

### Responsibilities:

- Discussing new script, storyboard, and other materials with VFX supervisor and creating quotation
- Managing and monitoring projects, resource and processes, ensuring that projects are delivered on time and on budget
- Cooperate with the VFX Supervisor and team leader to develop the executive manpower plan, synchronize to the artist manager, and make timely adjustment as the project changes
- Communicating with clients, ensuring project to meet the schedule.
- Plan and schedule facility resources for each department with the VFX supervisor and CG director.
- Holding a project summary meeting after finishing every project.
- Make a producer process according to the project.



- Coordinating with Marketing Department to assist with company's publicity.
- Coordinating with supervisors and production managers after the project is completed for staff's vacation arrangement.
- Gathering customer's and outsource's data from every project.
- Systematic thought in the production system of the project, and can predict the next problem to be solved or the technology that needs to be accumulated

#### Requirements:

- Be able to use editing softwares: Final Cut/Adobe After Effects/Adobe Premiere Proficient in Microsoft Office: Microsoft Excel (Excel function), Microsoft Word, Power Point.
- Be able to use at least 1 of these softwares: Maya,Houdini, Nuke, etc.
- Having knowledge about at least 1 of these softwares: Shotgun, Ftrack.
- Familiar with film/animation film post-editing, special effects, color palette, sound production process.
- 4 years working experience in film and television special effects production. Can independently lead big film project. Have team management ability. Have managed a team with over 50 people.
- Professional, have high ethics and strong principle. Smart and highly organised. Have strong sense of responsibility. Be able to deliver work to deadlines. Be a good team player with strong communication skills.

#### 4. Computer Graphic Image Processing Engineer [Link](#)

##### Responsibilities:

- Research and improve image processing algorithm
- Develop and verify PC's image processing related software.
- Develop Pattern recognition software for specific object

##### Requirements:

- Bachelor degree or above, major in computer communication automation.
- More than 2 years of experience in image processing software research or project development.
- Good command of image or signal processing algorithm can be used for rapid analysis and development based on existing algorithms.
- Proficient in C/C++ language and familiar with object-oriented software design.
- Familiar with computer graphics and 3d drawing principles, and have a solid knowledge of computer graphics.



## 5. Senior VFX Artist [Link](#)

### Responsibilities:

- Responsible for film simulation work (hair, clothes) and giving instruction to junior artists
- Be responsible for the high-quality work. Work with post-production departments to make sure the layer and render are properly composited. Ensure of realistic effect.
- Optimising and solving problems. Reviewing the results and giving revision to improve them.

### Requirements:

- Related major about Computer graphics.
- Can work with Maya
- Know how to make particles, fireworks, hair, cloth, crushing, clustering and other effects, and skilled at least two areas of special effects.
- Be able to use 3d max and related plug-ins. Being proficient in Houdini is preferred.
- Have basic knowledge of mathematics or computer graphics related knowledge
- Good at learning, fluent in English, have good communication skills and be a good team player.